SNSP

George Town Outdoor Centre
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No. 5251.

INSTRUCTION BOOKLET

SUPER ICE HOCKEY

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

SUNSOFT™

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VS Game

The VS Game mode features trial games that let you familiarize yourself with the basic game moves and the playing styles of each team. Of course, with the Super Multitap™ up to 4 people can join the action at the same time.

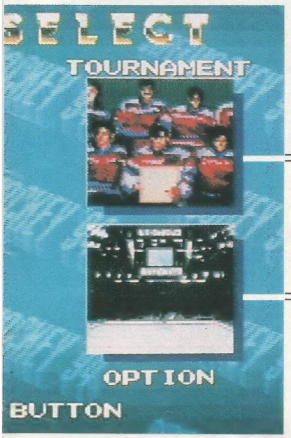
Olympic Game

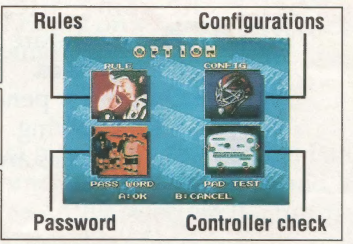
The Olympic Game mode features a tournament with a schedule just like that of the Olympic Games. In this mode, the top eight teams in the qualifying round advance to the medal round for a shot at the Gold Medal. The schedule is set by the computer, so luck is a factor in determining which teams play each other.

Modes

Tournament Game

The Tournament Game mode features a tournament with teams from 16 countries. Since up to four people can play at one time, you can battle other players in pursuit of the tournament championship or you can all play together on one team. Either way, with the Tournament Game you'll have many opportunities to demonstrate your repertoire of skills honed from workouts on VS Game mode.





Options

The Options mode contains various settings for adjusting playing conditions. You may, for example, want to change the rules or the length of a game. Simply select the conditions you like best. Check the following page for details.

Sett
Options

Rules: *Setting playing conditions*

In any Super Ice Hockey mode, you can change the rules, the length of a game, and the players. Set the playing conditions that suit you best.

Rules: Select the game rules

Real: These rules are very strict—just like real hockey rules.
Normal: Only a few penalties are called to keep the action flowing.
Free: No penalties are called.

Time: Select the length of each period

Short: One minute
Normal: Two minutes
Long: Three minutes

Player changes: Decide whether you want player changes

ON: Lets you change players
OFF: No player changes

ings
Screens

Configuration: *Changing game speed, back-ground music, and operation buttons*

Speed:

You can choose four player speeds. The smaller the number the slower the speed.

Back-ground music:

When you choose OFF, you only turn off the back-ground music: the sound effects remain on.

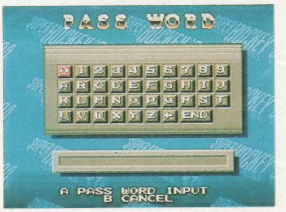
Operation buttons:

With the left and right buttons on the Control Pad, you can change the functions of the A, B, X, and Y buttons during a game. After selecting the function you want for a button, set this selection by pressing the A button. The initial settings are outlined below, and the details of the operation buttons are described on page 10-11.

Buttons		*Offense*		*Defense*
A button	→	Pass	→	Body check
B button	→	Accelerate	→	Accelerate
X button	→	Stop	→	Stop
Y button	→	Shoot	→	Stick check

Password: *Input the password on this display when you want to replay a game*

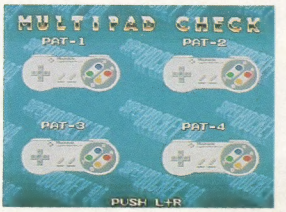
A button: Select
B button: Cancel



In the Olympic Game and Tournament Game modes, the password appears on the Game Over screen. Input this password when you want to replay a game. After inputting the password, press the A button when the cursor is at the END mark. An error message will appear if you make a mistake inputting the password. If this occurs, input the password again.

If your team does not qualify for the medal round in Olympic Game or loses a game in Tournament Game, the game ends and the password appears on the screen. If you want to replay, input the password in the Game Over screen.

Controller check: *Confirming that the controllers are functioning properly*



You can check whether the controller(s) connected for one to four players are functioning properly. If a controller is properly connected, when you press one of its buttons the corresponding button on the screen turns red. If during a game you notice that your controller isn't working properly, use this screen to check display to check its functions.

(Press the L and R buttons simultaneously to return to the Options screen.)

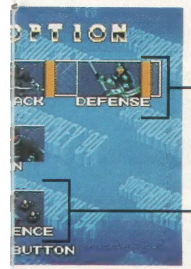
Six players

Press the Select Button during a game to change game conditions and strategies. Try various strategies depending on the characteristics of your team and the skills of your players.

Player Changes

You can change players only if you have selected ON under Player Changes in the Options screen. When you make a player change, you always change a full set of six players at the same time. If you are slow in changing players they will get tired and perform poorly. Therefore, you should change players quite early in a game. Each team has three sets of players. To win you've got to use these sets effectively. Which set you put on the ice at a particular time depends on two factors: how your team is doing in the game; and the power your team has left as indicated by the power bar.

ring a game



Normal set: Players have average all-round skills.
Offensive set: Players are fast skaters and deadly shooters.
Defensive set: Players are strong defenders and aggressive checkers.

Six players

Select this option to send your goaltender to the bench and to attack with six players. With your goaltender on the bench your offensive firepower increases—but you become vulnerable to a counter attack. Therefore, you should only think about exercising this option just before the end of a game.

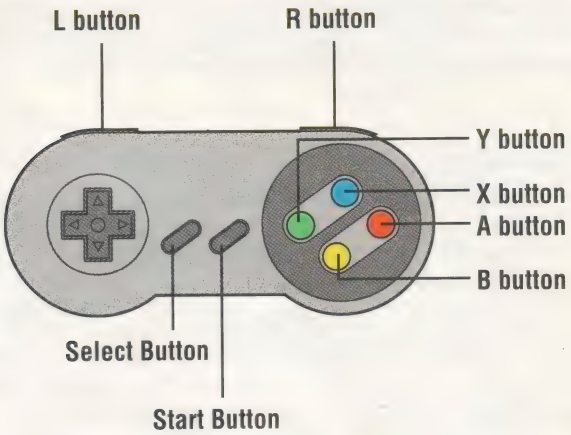
Formation

The standard setting is OFFENSE: when you select DEFENSE all players assume a defensive formation.

The Super Multitap™ lets up to 4 players butt heads or play as teammates.

Just plug the adapter into Port #2 on the Super NES™, connect extra controllers to the Super Multitap™, and you're ready to go. The connector number matches the player number.

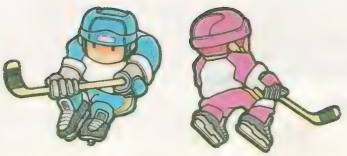
NOTE: The Super Multitap™ is not designed for use with the Super NES Nintendo Scope™ or the Super NES Mouse™.



Operations

	Offense	Defense
A button	Pass	Body check
B button	Accelerate	Accelerate
X button	Stop	Stop
Y button	Shoot	Stick check

L button	Switches the game-viewing angle
R button	Moves the cursor to another player
Start Button	Pause
Select Button	Calls up the Options mode during a game



Be sure to take full advantage of the two types of shots.

If you want to take a snap shot, briefly press the Y button

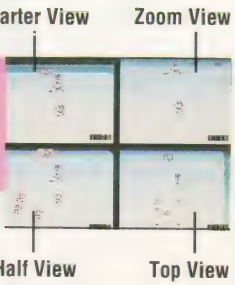
If you want to take a slap shot, press and hold down the Y button.

Counter attack

Shake off an opposing player checking your player and counter attack through a series of sudden stops and starts by pushing the B button and the X button in succession.

Virtual system

With the virtual system, you can switch game-viewing angles in real time while the game is in progress. You can view the action from four angles, such as Quarter View and Top View.



About the Game

Thrilling hockey action

Unlike a soccer game, which is divided into halves, a hockey game is divided into three periods. When a game is tied after three periods it goes into Sudden Death overtime—and the first team to score is the winner. Super Ice Hockey has exactly the same format.

<VS Game>

VS Game is a trial game. Up to four people can play at the same time with any combination of players you like.

Player Number Select screen

Decide the number of players and which team each of you is going to play with. Choose either HOME or VISIT and set this with the A button. If two or more of you choose the same team you become teammates and can play together.
In the first period HOME attacks the goal at the back of the screen and VISIT attacks the goal at the front of the screen.
Select either HOME or VISIT. Make your team selection with the Control Pad and set this selection with the A button. The game starts after VISITOR is selected.

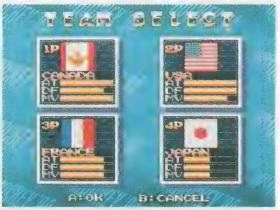
Team Select screen

<Olympic Game>

Olympic Game features teams from 12 countries divided into two divisions of six teams each. After all the games in the qualifying round are completed, the top four teams in each division go on to the medal round. The team that comes out top in the medal round captures the Gold Medal.

Decide the number of players. Each person who wants to play selects MAN.

Decide the teams that are going to play. Make your team selection with the Control Pad and set this selection with the A button. If two or more of you select the same team you can play together.



In some games the computer plays against itself. Only the results of these games are displayed. Push the A button to skip a computer vs. computer game.

<Tournament Game>

Tournament Game features a tournament with 16 teams.

Decide the number of players. Each person who wants to play selects MAN. If two or more of you select the same team you can play together.
Decide the teams that are going to play. Make your team selection with the Control Pad and set this selection with the A button. If two or more of you select the same team you can play together.
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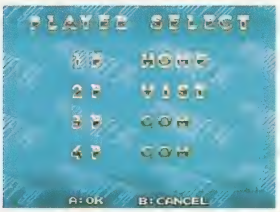
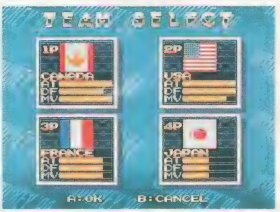
Player Number Select screen



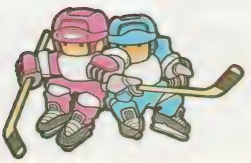
Team Select screen



Official hockey rules have been adjusted to make Super Ice Hockey easy to play.

- If your team shoots the puck from your side of the center line across the opposing team's goal line and an opposing player other than the goaltender is the first to touch the puck, an icing infraction is called. If one of your players is the first to touch the puck, no icing is called. When icing is called, play is restarted by holding a face-off at the face-off circle closest to where the puck was touched.

- The blue lines are between the center line and the goal lines. If one of your players advances across your opponent's blue line ahead of the puck, an offside infraction is called. A face-off is then held at a face-off circle on your side of the ice. If your player carrying the puck goes across your opponent's blue line before any of your other players, no offside is called.
  * In Super Ice Hockey there are no two-line pass infractions or advantages.



ockey Rules

- When a player carrying the puck is checked with excessive force, a penalty is sometimes called and the player committing the penalty must leave the ice. Penalties are called more frequently for stick checks than for body checks and when a player is in the act of passing or shooting. Be careful to avoid taking unnecessary penalties and giving the opposing team a power play.
  During scrambles for the puck fights sometimes break out. In such cases, both brawlers are banished to the penalty box. Penalties are never handed out to more than two players at one time.

- Penalized players return to the action after 30 seconds. A team cannot be charged with icing while one of its players is penalized.

- If a goaltender holds onto the puck for too long, play stops and a face-off is held at the nearest face-off circle. When a goaltender has possession of the puck and there are a lot of opposing players swarming around his goal, it is quite likely that he may hold onto the puck and cause a stoppage in play.

- Games always start, or are restarted after a stoppage in play, with a face-off. To win a face-off and gain possession of the puck you must give a well-timed push to Button A as the puck is dropped.

Tips for a Win

A hockey goal is much smaller than a soccer goal, and unlike a soccer goaltender, a hockey goaltender wears a lot of protective equipment. You've got to execute with finesse to score. There is much more to shooting the puck than just blasting away with all your might. We'll give you a couple of tips on the art of putting the puck in the net.

Even the most brilliant goaltenders cannot control all pucks fired at over 180 km/hour. Therefore, you should consider the following scenario:

① *Your winger fires a blistering slap shot from the wing;*
② *the goaltender makes the save but lets out a rebound;*
③ *your center forward grabs the rebound and fires a wrist shot at the open side of the goal.*

ning Strategy

When a forward carrying the puck makes a rush towards the opposing goal, the goaltender must turn to face him so he can stop his shot. Therefore, you should consider the following scenario:

① Your forward maneuvers around the defense and draws the goaltender out to one side of the goal;
② your forward passes the puck to another player on the opposite side of the goal;
③ your player receiving the pass fires a snap shot into the open net.

Using techniques like these, and a few of your own nifty ideas as well, you could become a scoring wizard—the next Wayne Gretzky. With a combination of howitzer-like slap shots unleashed without pity and more delicate snap shots delivered with the flick of the wrist, you could propel your team to the pinnacle of the hockey world.

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